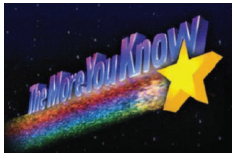


The More you Know - The Information Gain Approach to Path Planning (Part 3 - Branch Entropy)

Liam Paull



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Building the Problem Specific Framework

Sidescan Sonar Objective Function

Branch Entropy

Outline

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Building the
Problem
Specific
Framework

Sidescan Sonar
Objective
Function

Branch
Entropy

1 Building the Problem Specific Framework

- Sidescan Sonar
- Objective Function

2 Branch Entropy

The Goal of the Mission

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$$c_{thresh} \leq c_{avg} = \frac{1}{ij} \sum_{i,j \in W} c_{ij}. \quad (1)$$

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Sidescan Sonar Geometry

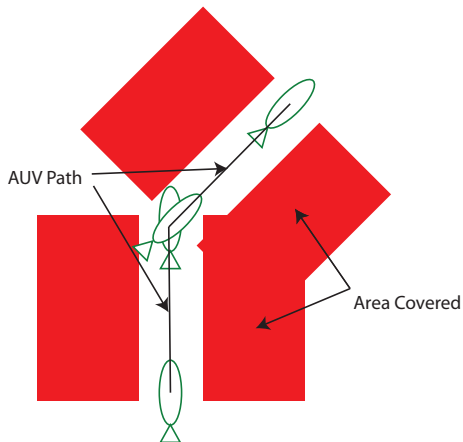
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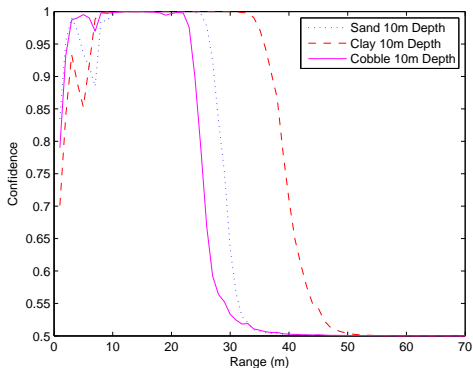
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$$p = \bigcup_{i=1}^n p_i \quad (2)$$

Sensor Performance



$$P_{ij} = \begin{cases} c_{ij} & \text{if } T_{ij} = 1 \\ 1 - c_{ij} & \text{if } T_{ij} = 0 \end{cases} \quad (3)$$

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$$R(t) = w_B \cdot B(t) - w_J \cdot J(t) - w_D \cdot D(t) + w_G \cdot G(t). \quad (4)$$

where

B: Information Gain

J: Turning Angle

D: Distance Traveled

G: Branch Entropy

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Conditional Entropy for a Binary RV

$$H(y|z) = -P\log_2(P) - (1 - P)\log_2(1 - P), \quad (5)$$

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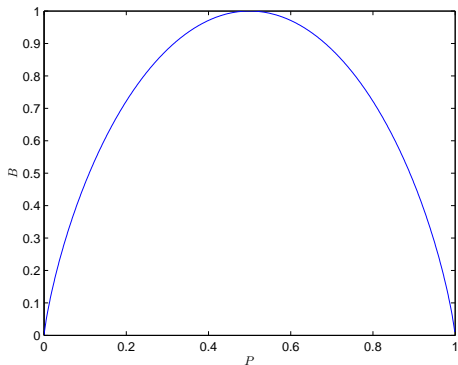
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Conditional Entropy for a Binary RV

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Combining Measurements Based on Angle of Incidence

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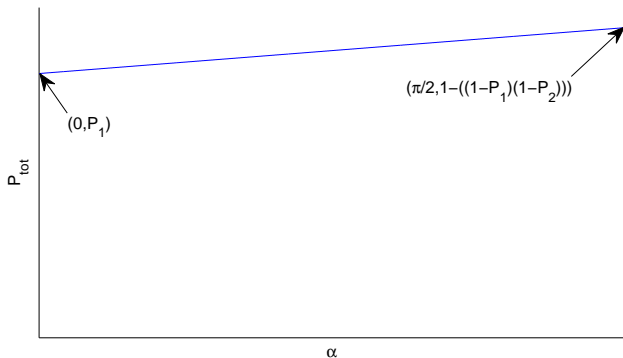
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Linear relationship between dependence and independence

Dependant: $P_{tot} = P_1$

Independent: $P_{tot} = 1 - ((1 - P_1)(1 - P_2))$



Information Gain Approach is Greedy!

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PROBLEM: In an online path planning system, choosing the cell that yields the most information gain is a greedy based approach.

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PROBLEM: In an online path planning system, choosing the cell that yields the most information gain is a greedy based approach.

SOLUTION 1: Plan a few steps at a time, but this can be very computationally intensive

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PROBLEM: In an online path planning system, choosing the cell that yields the most information gain is a greedy based approach.

SOLUTION 1: Plan a few steps at a time, but this can be very computationally intensive

SOLUTION 2: Branch Entropy - A new concept proposed by myself (to be presented at CASE 2010)

Branch Entropy

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Assume all that is known is the shape of the environment
Procedure:

Branch Entropy

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- 1 Generate a Directed Acyclic Graph with the current position as the root

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Assume all that is known is the shape of the environment
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Assume all that is known is the shape of the environment
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- 1 Generate a Directed Acyclic Graph with the current position as the root
- 2 Calculate the expected information gain of each node in the graph
- 3 Use a formula to calculate which branch is the best
- 4 Can replace information gain in objective function or be added as a new term

Branch Entropy - Generating the DAG

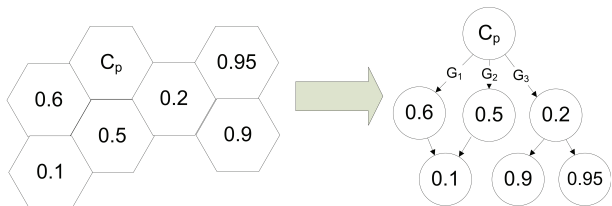
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Here's an example:



Calculating the Branch Entropy

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$$G_k = \frac{\sum_{l=1}^L (L - l + 1) \frac{\sum_{i=1}^{m_{lk}} H_i}{m_{lk}}}{\sum_{l=1}^L l}. \quad (6)$$

Where:

G : Branch Entropy

k : Branch

L : Depth of DAG

m_{lk} : Number of nodes at level l of branch k

H_i : Average entropy of node i

Branch Entropy - Advantages

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$$G_k = \frac{\sum_{l=1}^L (L - l + 1) \frac{\sum_{i=1}^{m_{lk}} H_i}{m_{lk}}}{\sum_{l=1}^L l}. \quad (7)$$

It's a linearly weighted average where the cells nearer to the current position are given more weight.

Advantages:

Branch Entropy - Advantages

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- 1 Not too computationally intense (there's no searching!)

Branch Entropy - Advantages

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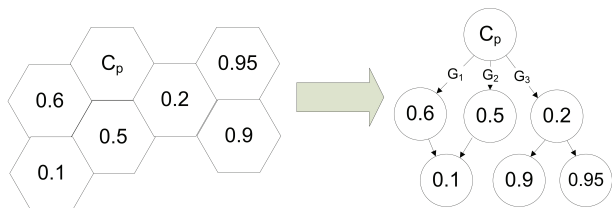
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It's a linearly weighted average where the cells nearer to the current position are given more weight.

Advantages:

- 1 Not too computationally intense (there's no searching!)
- 2 Helps the robot finish areas before it leaves
- 3 Breaks ties in a sensible way, e.g. when robot ends up in a region that is completely covered

Branch Entropy - Example



Question: Compute the G_k 's

$$G_k = \frac{\sum_{l=1}^L (L - l + 1) \frac{\sum_{i=1}^{m_{lk}} H_i}{m_{lk}}}{\sum_{l=1}^L l}. \quad (8)$$

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Branch Entropy - Some Preliminary Results

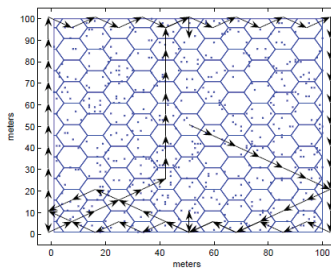
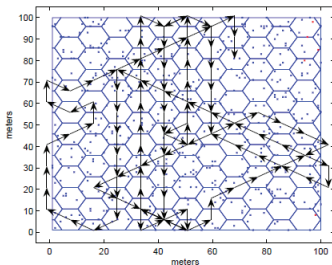
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Total path taken for information gain approach (left): 1080 meters
Total path taken for branch entropy approach (right): 790 meters